

---

**Subject:** Is U++ compatible with VC++ Express 2012?

**Posted by** [lectus](#) **on** Mon, 12 Nov 2012 12:57:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

As far as I know U++ sets up automatically for VC++ 2010.

The new VS 2012 Express for Desktop is out:

<http://www.microsoft.com/visualstudio/ptb/downloads#d-express-windows-desktop>

It works with Windows 7 also.

Time to upgrade U++.

---

---

**Subject:** Re: Is U++ compatible with VC++ Express 2012?

**Posted by** [mirek](#) **on** Wed, 14 Nov 2012 06:44:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

For now, filed in RM...

---

---

**Subject:** Re: Is U++ compatible with VC++ Express 2012?

**Posted by** [nlneilson](#) **on** Mon, 19 Nov 2012 16:21:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Tue, 13 November 2012 22:44... filed in RM...

Could you clarify what "filed in RM" means?

Is the Win 7 SDK still required with the M\$VS 2012?

---

---

**Subject:** Re: Is U++ compatible with VC++ Express 2012?

**Posted by** [unodgs](#) **on** Mon, 19 Nov 2012 16:25:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There are only few more warnings but everything compiles fine. But yes - you have to download win32 sdk - it's not shipped with VS2012 for desktop

---

---

**Subject:** Re: Is U++ compatible with VC++ Express 2012?

**Posted by** [mirek](#) **on** Mon, 19 Nov 2012 16:55:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nlneilson wrote on Mon, 19 November 2012 11:21mirek wrote on Tue, 13 November 2012 22:44...  
filed in RM...

Could you clarify what "filed in RM" means?

<http://www.ultimatepp.org/redmine/issues/353>

In reality it means that I do not have time and energy do immediately start working on it, but I do want to add this support...

Mirek

---

---

**Subject: Re: Is U++ compatible with VC++ Express 2012?**

Posted by [nlneilson](#) on Mon, 19 Nov 2012 19:00:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks

I just replaced a power supply in a Desktop and updating after 2 1/2 years.

After 3 tries to install M\$VS 2012 will stay with 2010.

---

---

**Subject: Re: Is U++ compatible with VC++ Express 2012?**

Posted by [mirek](#) on Tue, 28 May 2013 06:34:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks to Sender Ghost, this issue is now implemented.

Mirek

---

---

**Subject: Re: Is U++ compatible with VC++ Express 2012?**

Posted by [nlneilson](#) on Tue, 28 May 2013 18:09:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have been doing this with the lectus instructions.

This was not in 6091 so downloading 6122 to try it.

Thanks Sender Ghost!

---

Subject: Re: Is U++ compatible with VC++ Express 2012?

Posted by [nlneilson](#) on Sun, 02 Jun 2013 00:40:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

With 6128 I get several pages of:

fatal error C1083: Cannot open include file: 'windef.h': No such file or directory

This is with Win 7 32 bit.

I will try it on 64 bit when I get back to that machine.

The M\$VC++ 2012 is setup the same AFAIK ON BOTH.

---

---

Subject: Re: Is U++ compatible with VC++ Express 2012?

Posted by [Sender Ghost](#) on Sun, 02 Jun 2013 10:48:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello, Neil.

nlneilson wrote on Sun, 02 June 2013 02:40With 6128 I get several pages of:

fatal error C1083: Cannot open include file: 'windef.h': No such file or directory

As I already said in Redmine, I created the patch for initial support only. The include and library directories might be different.

For further support I need to check include and library directories/files from computers with installed Visual Studio 2012. For this purpose I created following console application (which is excerpt from actual auto-setup):

Toggle source code

```
#include <Core/Core.h>

using namespace Upp;

String NormalizePathNN(const String& path)
{
    return IsNull(path) ? path : NormalizePath(path);
}

bool ExistProgram(String& bin, const char *dir, const char *file)
{
    String win = NormalizePath(GetWindowsDirectory());
    if (FileExists(AppendFileName(win.Mid(0, 3) + dir, file))) {
        bin = win.Mid(0, 3) + dir;
        return true;
    }
    return false;
}
```

```

bool OrderOfFiles(const String& a, const String& b)
{
    return strcmp(a, b) < 0;
}

void PrintDir(const String& dir, Vector<String>& list)
{
    FindFile ff(AppendFileName(dir, "*.*"));
    int from = dir.EndsWith(AsString(DIR_SEP)) ? dir.GetCount() : dir.GetCount() + 1;
    Vector<String> dirs, files;

    while (ff) {
        String p = AppendFileName(dir, ff.GetName());
        if (ff.isFile())
            files.Add(p.Mid(from));
        if (ff.isDirectory())
            dirs.Add(p);
        ff.Next();
    }

    Sort(dirs, &OrderOfFiles);
    Sort(files, &OrderOfFiles);

    if (!files.IsEmpty()) {
        list.Add(dir);
        RLOG("--> " << dir);
        for (int i = 0, n = files.GetCount(); i < n; ++i)
            RLOG(files[i]);
    }

    for (int i = 0, n = dirs.GetCount(); i < n; ++i)
        PrintDir(dirs[i], list);
}

CONSOLE_APP_MAIN
{
    String sdk = NormalizePathNN(GetWinRegString("InstallationFolder",
                                                "SOFTWARE\Microsoft\Microsoft SDKs\Windows\v8.0",
                                                HKEY_LOCAL_MACHINE));
    String bin;
    if (!IsNull(sdk) && FileExists(AppendFileName(sdk, "VC\Bin\cl.exe")))
    {
        bin = sdk;
    }
    else
        ExistProgram(bin, "Program Files (x86)\Microsoft Visual Studio 11.0", "VC\Bin\cl.exe")
        || ExistProgram(bin, "Program Files\Microsoft Visual Studio 11.0", "VC\Bin\cl.exe");
    RDUMP(sdk);
    RDUMP(bin);
}

```

```

if (!IsNull(bin))
    RLOG("MSC11 supported");
String vc_64 = AppendFileName(bin, "VC\Bin\x64");
if (!FileExists(AppendFileName(vc_64, "cl.exe")))
    vc_64 = AppendFileName(bin, "VC\Bin\x86_amd64");
if (bin.GetLength() && FileExists(AppendFileName(vc_64, "cl.exe")))
    RLOG("MSC11x64 supported");

if (IsNull(sdk) || IsNull(bin))
    return;

String incbin = AppendFileName(bin, "VC\Include"),
incsdk = AppendFileName(sdk, "Include"),
libbin = AppendFileName(bin, "VC\Lib"),
libsdk = AppendFileName(sdk, "Lib");

RLOG("Include files:");
Vector<String> includes;
PrintDir(incbin, includes);
PrintDir(incsdk, includes);
RDUMPC(includes);
RLOG("Library files:");
Vector<String> libs;
PrintDir(libbin, libs);
PrintDir(libsdk, libs);
RDUMPC(libs);
}

```

This application creates log file, which you could compress and send me through private message or post it here. Then I could compare it with Visual Studio 2012 topic output and create additional patch.

---



---

Subject: Re: Is U++ compatible with VC++ Express 2012?

Posted by [nIneilson](#) on Mon, 03 Jun 2013 19:17:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi Sender Ghost

I will be glad to send a log file.

This may be a dumb question but how is an easy way to create a 'package' that Upp will work with??

With code like this I create a 'New package'->Basic CtrlLib application' and then try and paste in the code to to try it.

---

Subject: Re: Is U++ compatible with VC++ Express 2012?  
Posted by [Sender Ghost](#) on Mon, 03 Jun 2013 21:03:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nlneilson wrote on Mon, 03 June 2013 21:17How is an easy way to create a 'package' that Upp will work with??

With code like this I create a 'New package'->Basic CtrlLib application' and then try and paste in the code to to try it.

"New package" -> "Core console project".

By the way, I managed to gather necessary info by myself. The "Visual Studio 2012" topic output is correct.

Thank you for your interest.

[File Attachments](#)

1) [MSC11Config.zip](#), downloaded 417 times

---

---

Subject: Re: Is U++ compatible with VC++ Express 2012?  
Posted by [nlneilson](#) on Tue, 04 Jun 2013 20:01:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I tried "New package" -> "Core console project" last night and got it to work.

Here is my log file in case it is different than what you have.

[File Attachments](#)

1) [TestMSVC12.log](#), downloaded 372 times

---

---

Subject: Re: Is U++ compatible with VC++ Express 2012?  
Posted by [Sender Ghost](#) on Tue, 04 Jun 2013 20:55:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nlneilson wrote on Tue, 04 June 2013 22:01Here is my log file in case it is different than what you have.

They are the same (for include directories). But you used previous version, which doesn't print library directories and I guess they are the same also.

The patch is ready and waiting of approval/commit (edit: which applied for 6163 revision).

---

---

Subject: Re: Is U++ compatible with VC++ Express 2012?  
Posted by [nlneilson](#) on Wed, 03 Jul 2013 13:15:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sender Ghost wrote on Tue, 04 June 2013 13:55  
The patch is ready and waiting of approval/commit (edit: which applied for 6163 revision).

I installed 6163 on a 64 and also a 32 bit computer.  
Works OK without any additional changes.

As a side note the M\$VS 2013 Preview is now available.

Thanks

---

---

Subject: Re: Is U++ compatible with VC++ Express 2012?  
Posted by [Sender Ghost](#) on Fri, 05 Jul 2013 06:46:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nlneilson wrote on Wed, 03 July 2013 15:15As a side note the M\$VS 2013 Preview is now available.

Ok, I created redmine issue and necessary patch for this feature.

I used following console application to get path, include and library directories:

Toggle source code

#include <Core/Core.h>

using namespace Upp;

```
String NormalizePathNN(const String& path)
{
    return IsNull(path) ? path : NormalizePath(path);
}
```

```
bool ExistProgram(String& bin, const char *dir, const char *file)
{
    String win = NormalizePath(GetWindowsDirectory());
    if (FileExists(AppendFileName(win.Mid(0, 3) + dir, file))) {
        bin = win.Mid(0, 3) + dir;
        return true;
    }
    return false;
}
```

```
bool OrderOfFiles(const String& a, const String& b)
{
    return strcmp(a, b) < 0;
}
```

```
void PrintDir(const String& dir, Vector<String>& list)
{
```

```

FindFile ff(AppendFileName(dir, "*.*"));
int from = dir.EndsWith(AsString(DIR_SEP)) ? dir.GetCount() : dir.GetCount() + 1;
Vector<String> dirs, files;

while (ff) {
    String p = AppendFileName(dir, ff.GetName());
    if (ff.isFile())
        files.Add(p.Mid(from));
    if (ff.isFolder())
        dirs.Add(p);
    ff.Next();
}

Sort(dirs, &OrderOfFiles);
Sort(files, &OrderOfFiles);

if (!files.IsEmpty()) {
    list.Add(dir);
    RLOG("--> " << dir);
    for (int i = 0, n = files.GetCount(); i < n; ++i)
        RLOG(files[i]);
}

for (int i = 0, n = dirs.GetCount(); i < n; ++i)
    PrintDir(dirs[i], list);
}

CONSOLE_APP_MAIN
{
    String sdk = NormalizePathNN(GetWinRegString("InstallationFolder",
                                                "SOFTWARE\Microsoft\Microsoft SDKs\Windows\v8.1",
                                                HKEY_LOCAL_MACHINE));
    String bin;
    if (!IsNull(sdk) && FileExists(AppendFileName(sdk, "VC\bin\cl.exe")))
    {
        bin = sdk;
    }
    else
        ExistProgram(bin, "Program Files (x86)\Microsoft Visual Studio 12.0", "VC\bin\cl.exe");
    || ExistProgram(bin, "Program Files\Microsoft Visual Studio 12.0", "VC\bin\cl.exe");
    RDUMP(bin);
    RDUMP(sdk);
    if (!IsNull(bin))
        RLOG("MSC12 supported");
    String vc_64 = AppendFileName(bin, "VC\bin\x64");
    if (!FileExists(AppendFileName(vc_64, "cl.exe")))
        vc_64 = AppendFileName(bin, "VC\bin\x86_amd64");
    if (bin.GetLength() && FileExists(AppendFileName(vc_64, "cl.exe")))
        RLOG("MSC12x64 supported");
}

```

```

if (IsNull(sdk) || IsNull(bin))
    return;

String pathbin = AppendFileName(bin, "VC\bin"),
    pathsdk = AppendFileName(sdk, "bin"),
    incbin = AppendFileName(bin, "VC\include"),
    incsdk = AppendFileName(sdk, "Include"),
    libbin = AppendFileName(bin, "VC\lib"),
    libsdk = AppendFileName(sdk, "Lib");

RLOG("Path files:");
{
    Vector<String> bins;
    PrintDir(pathbin, bins);
    PrintDir(pathsdk, bins);
    RDUMPC(bins);
}
RLOG("Include files:");
{
    Vector<String> includes;
    PrintDir(incbin, includes);
    PrintDir(incsdk, includes);
    RDUMPC(includes);
}
RLOG("Library files:");
Vector<String> libs;
PrintDir(libbin, libs);
PrintDir(libsdk, libs);
RDUMPC(libs);
}

```

In the attachments you could find log file output and MSC12 builder files (for patched TheIDE).

#### File Attachments

1) [MSC12Config.zip](#), downloaded 395 times

---



---

Subject: Re: Is U++ compatible with VC++ Express 2012?

Posted by [nlneilson](#) on Sat, 06 Jul 2013 16:06:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks.

---

I will take a look at that.

---